ABSTRACT OF THE DISCLOSURE

A method of rapidly determining the transmission time and range of a position message under an Internet virtual reality environment is disclosed. A virtual scene is divided into a plurality of blocks for determining an area of interest. The block where an user is in and blocks neighboring to the block where the user is in are defined as a low interactive area of interest. Each block of the low interactive area of interest is divided into a plurality of sub-blocks. The sub-block where the user is in and sub-blocks neighboring to the sub-block where the user is in are defined as a high interactive area of interest. A message is transmitted to update state of virtual reality based on different settings of the low interactive area of interest and the high interactive area of interest when the virtual reality environment reaches a predetermined inconsistency.